

Article 6 – CTYFL GAME REGULATIONS

- A. All games shall be played in accordance with the National Federation rules as they pertain to high school football with the following exceptions. Each team must have a minimum of 14 eligible players at the start of the game. Any team not able to field the 14 eligible players automatically forfeits the game.
- B. Each team has three timeouts per half with no carry-overs. At MM level there will be a maximum of one (1) minute in between plays to call a play in the offensive huddle. This rule must be enforced.
- C. **Game Clock:**
1. A & B teams shall have 18 min running quarters.
 2. C & Mighty Mites teams shall have 16 minute running quarters.
 3. For all games, the only clock stoppage shall be time outs and injury time outs and the last two (2) minutes of each game shall be standard stop clock.
 4. For all games, halftime shall be 10 min maximum.
 5. After halftime of C and Mighty Mites games there shall be no meeting of the captains at mid-field, teams shall simply line up for the kick off.
- D. **Bench Conduct:**
1. Only coaches or authorized field personnel will be allowed on the bench or in the coaches' area during the game.
 2. All coaches and professional people must stay within the coaching area, on the sidelines between the twenty-five (25) yard lines on either side of the mid-field stripe. Referees may impose a fifteen- (15) yard penalty for any infraction of this rule.
 3. Any misconduct by players or coaches must be brought to the attention "in writing" to the Representative at Large, by the town for action within five (5) calendar days of the game in question.
 4. Any misconduct by player or coach resulting in ejection from the game must be reported 'in writing' to the Representative at Large for action with twenty-four (24) hours of the game in question. Failure to comply will result in a mandatory fine of \$100.00. Any player or coach ejected will not be allowed to participate in the following CTYFL League game.
- E. **Prohibition Against Crashing Linebackers A-B-C-MM Squads:**
Linebackers may not move forward before the snap of the ball. No player in the defensive backfield may penetrate a line one- (1) yard from the defensive linemen's heels before the snap of the ball. Infractions of this rule will draw an automatic five (5) yard penalty.
- F. Regular season **game times** are as follows, or as schedule dictates:
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|--------------|----------|
| B Team | 9:00 AM |
| A Team | 11:00 AM |
| C Team | 1:00 PM |
| Mighty Mites | 3:00 PM |
- G. **Cancellation of Games:**
In the event of rain out or any potential game cancellation, the hometown should call the opposing town's representative and referees at least two (2) hours before the game is scheduled to start. Referees have the discretion to cancel any game any time.
- H. Home teams are responsible for providing competent chain crews and appropriate down markers and first down chains.
- I. Scoring will be as follows:
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|--------------------------|----------|
| Touchdown | 6 points |
| Conversion – run or pass | 1 point |
| Conversion - kick | 2 points |
| Field Goal | 3 points |
| Safety | 2 points |
- J. **Lopsided Score Rule**

1. Any team winning ANY game by more than 36 points will be required to explain the reasons in writing to the Executive Committee via the Deputy Commissioner. It is the responsibility of the winning team's head coach to contact the Deputy Commissioner.
2. Failure of the winning coach to file a written explanation within three (3) days of the game will result in an automatic one (1) game suspension for that coach.
3. If good reason is not given (starters out of game, no passing, running between tackles) and the Executive Committee deems it was intentional, disciplinary action will be taken as follows:
 - a. Written warning for the Head Coach's' first offense.
 - b. Suspension for the following week's game for Head Coach's second offense.
 - c. Expulsion for the Head Coach's third offense.
 - d. In the event that the opposing team does not feel the score was intentionally run up, no discipline will occur.

K. Mighty Mite Game Procedure:

1. Two (2) coaches from each team will be allowed on the field at any given time, and on defense, must be behind the Safety at the beginning of the play.
2. Kickoffs are from the fifty (50) yard line.
3. A team must declare when it will punt. This will be a free kick with no rush or return allowed. No player will be allowed down field. Once punted the ball is considered dead, the ball will be placed at the spot the ball comes to rest, or at a minimum of 10 yards from the line of scrimmage, which ever is further from the original line of scrimmage. A Coach may also just request the 25 yard mark off without punting, but the spot cannot be placed within the opponent's 20 yard line.
4. There will be four (2) warnings per half for minor violations and the referees will explain all violations to the players.
5. All Major Violations will be enforced during the entire game. Major violations are as follows: face masking, clipping, blocks to the back, pass interference, unsportsmanlike conduct and holding.
6. All other violations will be considered Minor violations and the down will be replayed.
7. All other game and CTYFL procedures will apply.
8. A no huddle or hurry up offense will only be allowed in the last four (4) minutes of each half.
9. PAT kicks will be a free kick from the 7 yd line.
10. Offensive plays must be run in 60 seconds or "delay of game" will be called.
11. Teams will switch end zones at halftime only.

L. C Squad Game Procedures:

1. No (0) coach from each team will be allowed on the field
2. Kickoffs will be from the forty- (40) yard line.
3. All violations will be enforced during the entire game as per NFHS rules.
4. A team must declare when it will punt. This will be a free kick with no rush allowed. No player will be allowed down field until the ball is kicked. A Coach may also just request the 25 yard mark off without punting, but the spot cannot be placed within the opponent's 20 yard line.
5. All other game and CTYFL procedures will apply.
6. Teams will switch end zones at halftime only.

Article 7 - OFFICIALS

- A. Connecticut Board Officials will be supplied a complete set of the Conference rules one (1) month prior to opening games by the Commissioner.
- B. The Conference shall supply at least two (2) State Board Officials for A, B, C and MM Squads.
- C. Officials must always have foremost in mind the welfare of the players.
 1. An official may stop play at any time to explain doubtful points to the players.
 2. An official may bench any tired, winded or injured players at their discretion.
 3. An official CANNOT advance the clock to meet schedules, protect players or avoid letting a one-sided game get out of hand unless approval is obtained from both coaches prior to or during the game.
- D. Game referees are not responsible for determining player eligibility.
- E. Home team is responsible for the paying officials for as many games are played immediately following the game(s).

Article 8 – FIRST AID

- A. It is mandatory to have an emergency vehicle or communications to an emergency vehicle available at every game
- B. The home team shall automatically forfeit any game for which the person identified in E 1 is not available at the start of and during each game. An automatic fine of \$50.00 will also be levied against the home team
- C. Athletic Trainer / Emergency Medical Technician – Game Requirements
 - 1. The home team will supply a certified Athletic Trainer and/or EMT who will be designated as the primary medical responder to any game injury.
 - 2. No game will begin without the presence of the designated Athletic Trainer and/or EMT.
 - 3. The Athletic Trainer and/or EMT must have appropriate identification (ID card), which shall be presented to the head coaches and game officials prior to the start of each game upon request.
 - 4. In lieu of an ambulance being on standby at the game, it is strongly recommended that the dressing, collars, cell phone and/or portable radio, stethoscope, ice packs, blood pressure cuff, airway pack, short splints be provided and on hand.
 - 5. The Athletic Trainer and/or EMT will position himself and remain visible on either sideline in or near the team box during play of the game.
 - 6. The Athletic Trainer and/or EMT shall be the primary response to any injury that occurs on the field of play, which requires the game official to stop play or signals a medical timeout. The head coach may accompany the Athletic Trainer and/or EMT onto the field in an observatory capacity only.
 - 7. Once the designated Athletic Trainer and/or EMT takes the field the decision on whether or not that player returns to the game is the responsibility of this individual. (NO member of either team's coaching staff may function as the designated medical staff person for a contest in which they are the coach of that game).
 - 8. If a parent refuses medical services, which is deemed as necessary their child is out of the game for the day. If a child is taken to the hospital, and later returns to the field, they must have a doctor's release before resuming play.
 - 9. All coaches will carry a binder containing all medical and emergency contact information at all times on the sidelines during games and/or practice.

Article 9 – USE OF ELECTRONIC COMMUNICATION EQUIPMENT & SCOUTING

- A. **Electronic Equipment** – The use of electronic communication equipment by coaches or people on the sidelines is prohibited.
- Scouting** - Scouting of other teams is not allowed. Scouting is defined as the use of video or any other form of documenting another team when you are not the team involved in the game.

B.